AGB-ABZE-USA

RAIDERS

INSTRUCTION BOOKLET





WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



NO DESCRIPTOR

THIS PRODUCT HAS BEEN RATED BYTHE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, ORTO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

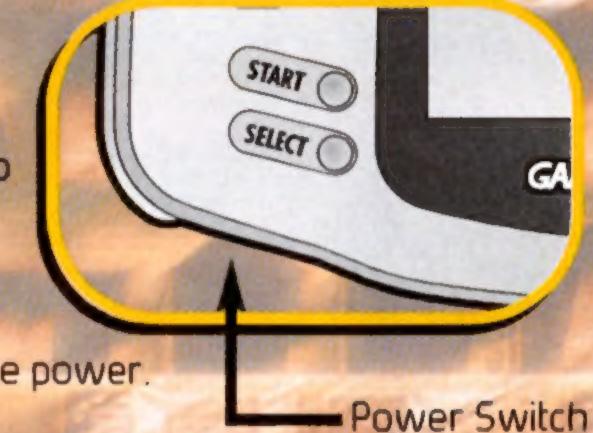
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GETTING STARTED

Please follow the instructions below before attempting to play this game.

- * Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy Advance, label facing AWAY from play side.



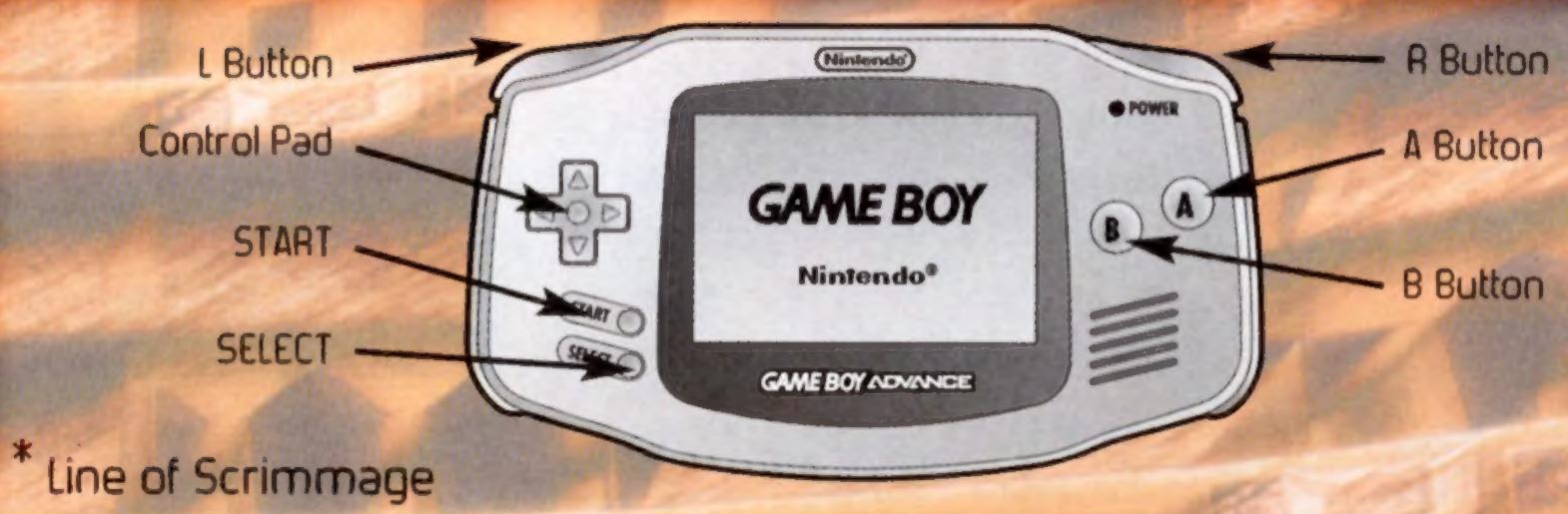
- Slide the POWER switch to the ON position to turn ON the power.
- * Follow gameplay instructions throughout this manual.

MENU SELECTIONS

Press the Control Pad Up, Down, Left or Right to highlight menu items. To select menu options, press the A Button. To return to a previous menu, press the B Button.



GAME CONTROLS



Controls	Behind the LOS*	Beyond the LOS*	Defense
A Button	Snap the Football & Pass	Dive	Diving Tackle
B Button	Select Receiver	Spin	Switch Defender
L Button	Turbo	Turbo	Turbo
R Button		Hurdle	
R + A Button	THE RESERVE OF THE PARTY OF THE	Jump to Catch Ball	Intercept Pass/Block Pass
Control Pad	Move Ball Carrier	Move Ball Carrier	Move Defender
Start Button	Pause the Game	Pause the Game	Pause the Game

NOTE: See HINTS & TIPS, pg. 16, for any specialized controls not mentioned in the table above.

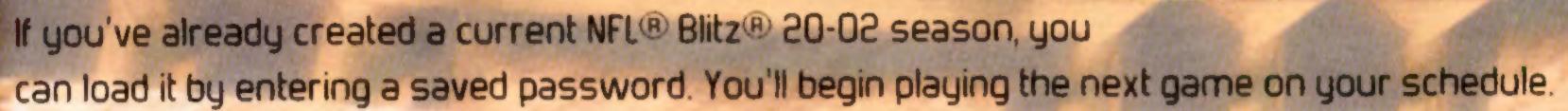


MAIN MENU

EXHIBITION

Select this option to view the **TEAM SELECTION SCREEN** (see pg. 9). Pick a team and play an exhibition game. No records will be kept, but this game mode is a good way to get the feel of the game.

SEASON



NEW

Choose a team at the **TEAM SELECTION SCREEN** (see pg. 9), and begin a full season as one team. You'll play a real NFL schedule of games, on your way to the NFL Blitz Championship game.

MINI GAMES RULES

View some helpful Tips & Hints regarding the Playbook (see below), standard Gameplay and the Kicking game. Once selected, press the A Button repeatedly to cycle through the tips and hints. When you're finished with the Rules option, press the B Button to return to the Mini Games Menu.





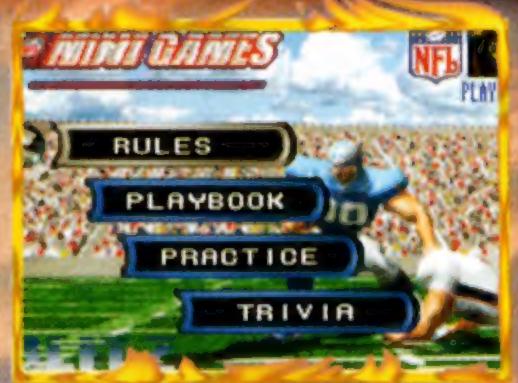
MAIN MENU

MINI GAMES (CONT.) PLAYBOOK

See PLAYBOOK, pg. 7, for complete details on this option.

PRACTICE

Uprights - You'll select a location on the field (Left, Center or Right), as well as a distance (Short or Long). Once you're on the field, take a look



at the wind-blown flag in the upper right portion of the screen, press the **Control Pad Left** or **Right** to aim your kick. To kick the ball, press the **A Burron** when the **Power Meter** reaches its peak. You can adjust your kicks as needed by aiming and kicking the ball with varying strength and direction.

4TH-N-GOAL - Before you play a game or start a new season, get on the practice field to hone your offensive skills. Pick a team, then run your favorite plays until you perfect your execution.

You can run as many plays as you like, so take your time and get it right.

TRIVIA

You think you know NFL Football? Put your knowledge to the test with some Trivia. Answer a series of NFL-based questions as the clock ticks down, then check out your score. Good luck!

OPTIONS

See Options, pg. 8, for option descriptions.



PLAYBOOK

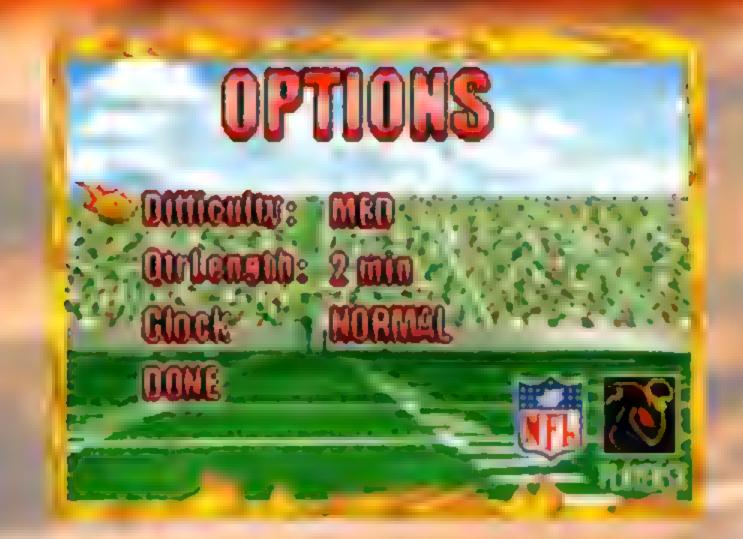


Select **PLAYBOOK** from the **MINI GAMES** menu to view the playbooks. There are four pages of plays for each team. Press the **Control Pad Left** or **Right** to cycle through the teams. Press the **L** or **R Button** to cycle through the pages of plays. You'll notice that each team has a different set.

Press the **Control Pad Up** and **Down** to highlight the plays within each teams' playbook. Study the plays, so you can choose quickly while playing a game. You'll want to be familiar with the plays, because you won't have all day to select a play during a game. During a game, a timer will limit the amount of time you have to select a play (see **PLAY SELECTION**, pg. 10, for details).



OPTIONS



DIFFICULTY

Press the Control Pad Left or Right to select Easy, Med (medium) or Hard. The game will adjust to make the game easier or harder to compete with.

QTR LENGTH

Choose the amount of time for your game's Quarters. Choose from 1, 2 or 3 minute quarters.

CLOCK

This controls how fast the time elapses during the game. Select from **NORMAL** or **FAST**. Once you're finished setting up your options, select **DONE** to return to the Main Menu.

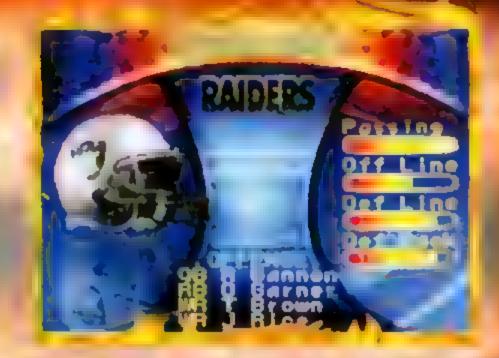
DONE

Select this option to return to the Main Menu.



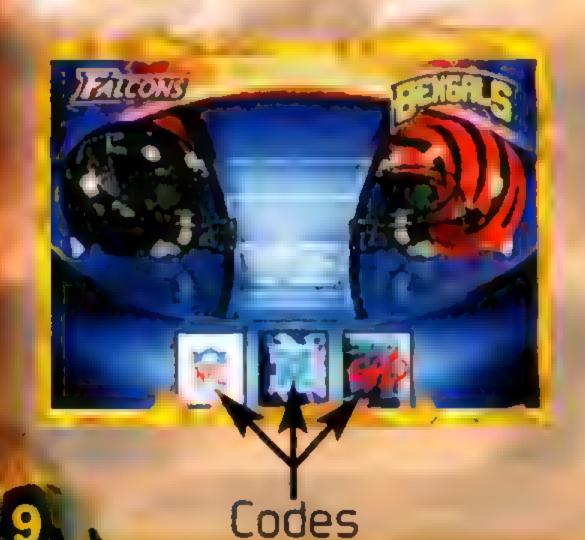
TEAM SELECTION

When you select **Exhibition** or **Season** mode, the Team Selection Screen will appear. Press the **Control Pap Left** or **Right** to view teams, then press the **A Button** to select the team you want. Select **Choose** to select a specific opponent or **Random** to let the game do it for you.



ENTERING CODES

At the Pre-Game Screen, there are three icons at the bottom of the screen. You can change these icons to enter secret codes that give you power ups and modify default gameplay. To enter Codes, press the three gameplay buttons (A B and L Burrows) to cycle through the different icons in each row.



When you enter a certain sequence and press the **R Burron**, you can activate the secret codes. If you enter a correct code correctly, you will hear a sound confirming that the correct code was entered. If you enter the code incorrectly, nothing will happen.

You can find secret codes in magazines, on the internet, with some experimentation on your part or simply ask your friends.

PLAY SELECTION



The Play Selection Screen appears automatically after the opening kick off. Press the L or R BUTTON to cycle through the pages of plays. Press the Control Pap Up and Down to highlight a play within the playbook (see Playbook, pg. 7), then press the A BUTTON to select it.

Make sure you select your play quickly, because you only have 9 seconds to make your choice. If you don't make your selection before time runs out, the play you have highlighted will be the play selected.



During the game, the current Quarter, Game Time and Score will be displayed in the upper-left portion of the screen. It will disappear just before play begins. As you play, the player you're controlling will have an "X" beneath his feet.





ON OFFENSE MAN IN MOTION

Before the ball is snapped, you can move a receiver to the left and right in order to confuse the defense. Press and hold **LEFT** or **RIGHT** on the **CONTROL PAD** to make the receiver run. When you are ready to snap the ball, press the **A BUTTON**.

PASSING THE BALL

After the ball is snapped, press the **B Burron** to select your receivers. Keep pressing the **B Burron** until the desired receiver's colored arrow appears along the top of the screen. Press the **A Burron** after you find your receiver to pass the ball to him.

TURBO

Press and hold the **L Button** to activate your Turbo. When the Turbo Meter on the right diminishes, release the **L Button** and the meter will begin to recharge.



ON FIRE

Catching on fire in NFL Blitz 2002 is the best way to dominate your opponent. When you are "On Fire", your player has super strength and unlimited turbo. On **OFFENSE**, you can catch fire by successfully completing 3 passes to the same receiver. If you are on **DEFENSE**, you must cause the opposing team to lose yardage twice in a row.

KICKING FIELD GOALS

If you are attempting a Field Goal during a game, select FIELD GOAL from your playbook and press the A BUTTON. You can only choose to attempt a Field Goal on any down in the last seconds of the 2nd and 4th Quarter. A meter on the left side of the screen rises and falls while you wait to snap the ball.



To make your field goal attempt, first take a look at the wind-blown flag in the upper right portion of the screen, press the Control Pad Left or Right to aim your kick accordingly.

To kick the ball, press the **A Burron** when the **Power Meter** is fully colored (or partially, depending on the distance of the kick). Remember, you can adjust your kicks as needed by aiming and kicking the ball with varying strength and direction. Just don't forget to take the wind into account.

ON DEFENSE

CHANGING PLAYERS

During a play or before the play begins, you can switch your defensive player by pressing 8 Burron.

TACKLING

To tackle the ball carrier, simply position your player to make contact with the ball carrier. You can tackle by pressing the **A Button** when you are close to the ball carrier.

TURBO

Defensive players can use their Turbo as well. Remember to watch that meter closely!





PAUSING THE GAME

While you play, you may have to pause the game. If you have to pause it, press **START** at any time when looking at the playing field. The Pause Menu will appear and give you the ability to **ABORT** the game, or **RESUME** play.

When you **Abort** a Season game in progress, be sure you want to quit. Passwords are only given after a completed season game. You cannot save a game in progress.



PASSWORDS



Passwords are used to load saved seasons. The Password Screen consists of 9 spaces to fill with letters or numbers. Move the cursor (by pressing the **Control Pap** in the desired direction) over the letter or number you want to enter.

Next, press the **A Burron** to enter it. When you are finished, highlight **OK** and press the **A Burron**. If your password is a valid one, you will access your saved Season Mode game. If the password is an invalid one, the words "NO GOOD" will be heard. Use the **L Burron** and **R Burron** to move forward or backwards on your password. Once correctly entered, your password will return you to your saved season.



HINTS & TIPS

STIFF ARM

As you're running with the ball, press the L BUTTON + B BUTTON to perform a STIFF ARM.

DIVING FOR EXTRA YARDS

Sometimes you just know you're going to get tackled. Try pressing the **A Burron** to dive and gain extra yards. It's also a good way to avoid a tackle and soar past the goal line for a touchdown.

POWERFUL DIVING TACKLE

When on defense, try jarring the ball lose from the ball carrier by pressing the L Button + A Button.

PLAYOFFS

You'll need at least nine wins in Season Mode if you hope to make the playoffs. Remember, if you lose one playoff game, your team is out.

SELECTING RECEIVERS

By pressing the **B Button**, you can select your receivers before the play starts by selecting the appropriate colored arrow.

THE POWER OF PASSWORDS

Following each Season game, a password will be displayed. Write it down so you can return to your Season at a later date. See **Passworps**, previous page, for more details.

FUMBLE PREVENTION

Fumbles tend to occur more often when you perform too many moves while running with the ball or when Turbo is depleted, so budget your Turbo usage.

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GAME MODES!

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IT'S RUMBLE TIME ON



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